Code Enforcement Recommendations

	City	Groups	Individuals
General: plans, policies, studies			
none			
Specific: budget items, programs, projects Emphasize "Good Neighbor" practices Strengthen and develop provisions for code enforcement	Distribute Code Compliance "Good Neighbor" brochures through utility bills or through events like neighborhood picnics. Consider printing them in different languages. Maintain a list of community groups that can offer service and assistance to property owners who are in need. Help groups establish more neighborhood associations in the Highlands. Develop code to limit parking in yards to surfaced areas such as: concrete, asphalt, or framed gravel. Create an impervious surface standard in the R-8 and R-14 zone. Develop code to limit parking in unimproved right-of-ways. Develop a minimum property maintenance code.	Offer assistance to those in the neighborhood who are unable to maintain their properties. Let the City know what kind of assistance projects your group could help with. Send letters to the owners of derelict properties in your area, asking them to make improvements and to be a good neighbor Participate in National Night Out and hold other positive neighborhood activities so people get to know each other. Invite Code Compliance staff for a neighborhood walk-through. Participate in meetings and public hearings on Code updates.	Form neighborhood associations. Know your neighbors and offer to help them out if they are having hard times. Participate in meetings and public hearings on Code updates.
Immediate Action Items	The Mayor has already convened a staff working group on this issue and an emphasis program is expected to be rolled out this summer.		
Graffiti and vandalism emphasis			
Items to Discuss at a Later Date	This item fits with the "Crime and Safety" recommendations, and the Task Force will fit it into those recommendations when we go back and review all recommendations in October 2008.		
Evaluate narrow streets for the posting of "No Parking" signs on one side			